

AMENDMENTS TO THE CLAIMS

1. (Currently amended) A method of playing~~making~~ a game comprising:
providing a plurality of ~~a~~ game units, wherein each game unit comprises a plurality of game pieces;
providing a playing surface having a plurality of spaces forming at least one path, wherein the spaces are sized to accommodate at least one game piece; and
~~moving~~providing at least one rule, wherein the rule requires that the game pieces of a selected~~one~~ game unit along the spaces of the playing surface;
wherein at least one of the game pieces of a selected game unit, after being moved, remains be maintained within a predetermined number of spaces on the playing surface of another game piece of the selected game unit when the game is played;
wherein the plurality of game pieces are configured to move separately from each other along the at least one path.
2. (Canceled)
3. (Currently amended) The method of Claim 12, wherein the predetermined number is five spaces.
4. (Original) The method of Claim 1, wherein each game unit has at least one primary game piece and at least one secondary game piece.
5. (Original) The method of Claim 4, further comprising providing a plurality of playing cards, wherein at least one playing card has a number for indicating the number of spaces for which at least one game piece of one game unit may move.
6. (Original) The method of Claim 5, further comprising providing a rule that requires the total number of spaces moved by all of the game pieces of one game unit to equal the number on the at least one playing card.
7. (Original) The method of Claim 4, further comprising providing a plurality of playing cards, wherein at least one playing card has a plurality of images oriented in specific locations along a surface of the at least one playing card, wherein the images are ranked according to the location of each image on the at least one playing card.
8. (Original) The method of Claim 7, wherein one of the plurality of images is placed substantially near the center of the at least one playing card for designating the rank of the at least one playing card relative to the plurality of playing cards.

9. (Canceled)

10. (Currently amended) The method of Claim 49, wherein the rule results in limiting movement of the game unit is restricted when at least one the secondary game piece is separated from the primary game piece by a predetermined number of spaces.

11. (Original) The method of Claim 1, wherein each game unit has four game pieces.

12. (Currently amended) A method of playing a game comprising:

providing a game comprising at least one game unit, wherein the at least one game unit has at least one primary game piece and at least one secondary game piece, and a playing surface having a plurality of spaces for placement of the at least one primary game piece and the at least one secondary game piece, the plurality of spaces forming a path;

selecting a game unit having at least one primary game piece and one secondary game piece;

placing a selected the game unit on a space on thea playing surface such that both a primary game piece and a secondary game piece of the selected game unit are placed on at least one space of the playing surface;

selecting a playing card from a plurality of playing cards, wherein at least one playing card has a number; and

moving one or both of the at least one primary game piece and the at least one secondary game piece of the selected game unit a certain number of spaces along the path~~playing surface~~ corresponding to the number on the at least one playing card; ;

wherein the combined certain number of spaces moved by both pieces equals is no greater than the number on the at least one playing card and equaling the total number of spaces moved by the primary game piece and secondary game piece; and;

wherein the at least one secondary game piece and the primary game piece are configured to move separately along the path;

wherein the at least one secondary game piece after being moved remains within a predetermined number of spaces of a corresponding primary game piece keeping a secondary game piece and at least one primary game piece within a predetermined number of spaces when the game is in play.

13. (Currently amended) The method of Claim 12, further comprising restricting movement of ~~the~~ at least one primary game piece when a secondary game piece is separated from the at least one primary game piece by more than thea predetermined number of spaces.

14. (Original) The method of Claim 13, wherein the predetermined number is five spaces.

15. (Currently amended) The method of Claim 13, wherein restricting movement of the at least one primary game piece is achieved by imposing a penalty when a secondary game piece is separated from the at least one primary game piece by more than thea predetermined number of spaces.

16. (Currently amended) A game comprising:

a plurality of at least one game units, each corresponding to a selected player,
wherein each~~the~~ at least one game unit has a plurality of game pieces including at least one primary game piece and at least one secondary game piece;

a playing surface having a plurality of spaces for movement~~placement~~ of the primary and secondary~~at least one~~ game pieces, wherein the plurality of spaces forming a path, and the primary and secondary game pieces are configured to move separately from one another along the path; and

means for determining movement of the primary and secondary game pieces of each game unit and restricting relative movement between the primary and secondary game pieces so that the secondary game piece remains within a predetermined number of spaces of the primary game piece~~a set of rules, wherein at least one rule requires that game pieces of one game unit be maintained within a predetermined number of spaces when the game is played.~~

17. (Original) The game of Claim 16, further comprising a board having a front surface and a back surface, wherein the playing surface is on the front surface of the board.

18. (Original) The game of Claim 17, further comprising a plurality of playing cards, wherein at least one playing card has a number for indicating the number of spaces for which at least one game piece of one game unit may move.

19. (Original) The game of Claim 18, wherein the at least one game unit has four game pieces comprising two primary game pieces and two secondary game pieces, wherein